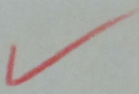


Iron motor  
Elephants  
Cat & Rat.



TIME	TYPE - ACTIVITY	ACTIVITY - REFERENCE	OBJECTIVE	METHOD OF PRESENTATION	DESIRED OUTCOME
5 min	Free - motor	Setting off crackers & running away. Bibbing for apples. Witches & ghosts	Warming up	By description Suggestion	Activity Enjoyment Imagination
5 min	Singing game.	Elephants (La Salle - P. 57)	Learn song. Use imagination	Description Demonstration	Enjoyment 
10 min	Dance	Broomies & Juries (Mason & Mitchell) (P. 462)	Activity	Explanation	Enjoyment Alertness
		Imitating animals	Activity	Description Suggestion	Enjoyment Imagination



no-motor activity  
Bromine + Iodine  
imitating animals.



TIME	ACTIVITY	REFERENCE	OBJECTIVES	PRES ENTATION	DESIRED OUTCOME
5	Ice-motor.	Comboys. (Nelson + Van Hagen) P. 73	Warming up. Imaginative	Demonstration Suggestion.	Exercise. Enjoyment.
10.	Rhythmic	I'm very merry Tall. (La Salle P. 46) Ducks. (Nelson + Van Hagen) P. 82.	Learn dance & words. Imaginative Quietness Exercise.	Demonstration	Enjoyment. Rhythm.
10.	Games	Brunnie + Juries Mason + Mitchell Huntsman (Nelson + Van Hagen P. 90).	Alertness Speed in running Imaginative	Explanation.	Enjoyment. Fair play. Leadership in 'Huntsman'







TIME	TYPE OF ACTIVITY	ACTIVITY	OBJECTIVE	METHOD OF PRESENTATION	DESIRED OUTCOME
5 MIN.	Loco-motor	Christmas Toys	Warming up.	Question Suggestion.	Use imagination.
10 MIN.	Singing game.	Sally Go Round (See Sells P. 53.)	Pleasure in Singing & dancing.	Demonstration.	Lightness & quietness.
10 MIN.	Games.	Flying Dutchman (Hilson & Van Negeu. P. 124.)	Exercise. Speed in running.	Explanation. Demonstration.	Enjoyment.
145		Log & Bone (Suggestion.)	Quietness & carefulness.	Explanation.	Use imagination, excitement.



TIME	ACTIVITY	ACTIVITY REF.	OBJECTIVES	PRESENTATION	DESIRED OUTCOME.
5.	Hoer-mote	Play in sun. (Nelson + Van Hagen - P. 73)	Warming up. Use imagination.	Demonstration. Suggestion	Enjoyment.
10.	Singing game	Sally Go Round. (La Salle - ) (P. 53)	Learn dance + words. Rhythm.	Demonstration.	Lightness + timing. Enjoyment.
10.	Games.	Midnight (Nelson + Van Hagen P. 97.)	Enjoyment Alertness	Demonstration.	Skill in running.
		Drop the Handkerchief. (Notes)	Alertness. Speed in running.	Demonstration.	Enjoyment. Ability to wait turn.



TIME	ACTIVITY	REF. ACTIVITY	OBJECTIVES	PRESENTATION	DESIRED OUTCOME
5	Ice-cream	Nannies (Quilson + Van Noyen P. 70)	Warming up. Imaginative.	Demonstration. Suggestion.	Enjoyment.
10.	Singing game.	Go in & out the Windows.	Learn dance & tune.	Demonstration. Explanation.	Lightness & rhythm. Enjoyment.
10.	Dances.	Squirrels in Trees - (Mason + Mitchell) (P. 221.)	Imaginative. Good exercise.	Explanation. Demonstration.	Speed in running & dodging.
		Slithy Trog. (Quilson + Van Noyen) (P. 211.)	Alertness. Speed in running.	Explanation.	Enjoyment. Exercise.



P. HAMILTON

BROWN SCHOOL

GRADE 9.

13-18 YR.

No. 11.

TIME	TYPE OF ACTIVITY	ACTIVITY	OBJECTIVE	METHOD OF PRESENTATION	DESIRED OUTCOME
5 MIN.	Inc-motor	Exercises Running - minutemen	Morning wk. Concentration on whistle.	Explanation	Good execution. Quietness & Speed.
10 MIN.	Folk dance	Buck & Wing. (to Sells-P. 92)	Concentration. Skill & Timing.	Demonstration.	Rhythm. Enjoyment.
10 MIN.	Games	Basketball.	Skill in playing & refereeing game. Exercises.	Explanation of rules.	Enjoyment from play.

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TIME	TYPE OF ACTIVITY	ACTIVITY	OBJECTIVE	METHOD OF PRESENTATION	DESIRED OUTCOME
5 MIN.	Locomotor	Exercises Running - variations.	Warming up Alertness.	Explanation.	Precision Quietness & speed.
10 MIN.	Folk dance.	University High Step. (In Sells - P. 142.)	Concentration Skill in tapping.	Demonstration.	Rhythm. Timing Enjoyment.
10 MIN.	Games.	Black & White (Mason & Mitchell P. 267.)	Alertness Exercise.	Explanation.	Enjoyment. Speed in running.
14/5		Triple Pass (Notes.)	Skill in passing.	Explanation.	Team Play.



TIME	ACTIVITY	ACTIVITY REF.	OBJECTIVES.	PRESENTATION	DESIRED OUTCOME.
5.	her-mat	Follow the leader.	Morning all.	Explanation.	Enjoyment. Originality.
10	Jazz dance.	University High Clog (La Salle - P. 142)	Learn dance + time. Rhythm.	Demonstration Correction.	Perfection. Skill in talking.
10.	Games.	Walking Ho's Change (Mason + Mitchell) (P. 290)	Alertness Balance.	Explanation.	Enjoyment Exercise.
149		Seat Tag. (Hilbert + Van Hagen) P. 352	Quickness Speed.	Explanation.	Enjoyment.





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